

Motivate, Innovate and Create



Great Resources

ICT in Everyday Living

This is a great resource now available to teachers.



It provides resources by categorising using the TPAC model and dividing resources in Technology, Pedagogy and Content.

[This resource can be found in the Learning Place, to open resource click on the title or image.](#)

Furbles

This site provides a great resource for early phase teachers. It is useful when looking at shapes, numbers, colours and graphs. By clicking on the different icons the 'furbles' organise themselves into different groups and the different types of graphs. Great to do as a class with a Projector.

11 Tools to Teach Kids How to Code

This link lists 11 tools to teach students how to code are designed to make learning to code engaging, entertaining and relevant.



This Issue:

P.1

Magnetic Literacy

P.2

QR Codes in the classroom

P.3

Pivot Stick Figure Animator

P.4

Screen Casting

Magnetic Literacy

There are some great sites which allow students to play with words to stimulate story or poetry writing and to assist in understanding sentence structure and practice spelling. Here is a list of sites and apps you may wish to explore. Students can do the activity individually or as a class using a screen and projector.



Magnetic Poetry

Magnetic Words

Fridge Magnets

Apps:

Poetry Creator | Verses - Poetry, Poems & Poets

Poetry Magnets



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cooldesign at

FreeDigitalPhotos.net



Great Resources

Organising ideas - with Bubbl.us

This blog and tutorial will give ideas on how students can construct a concept map of ideas using Bubbl.us, and save by taking a screenshot with the Snipping Tool.

Inventing - with Clay yourself

This blog and tutorial will give ideas on how students can create a multimodal product by creating images of digital characters using Clay Yourself and adding to Microsoft PowerPoint or Movie Maker with narration.

Presenting - with Vokis

This blog and tutorial will give ideas on how students demonstrate their understanding by creating a talking avatar with Voki and embedding within a blog, edstudio or Virtual Cllsroom wiki.

Collecting primary data

Students create a poll and share with peers or community members to collect or gauge opinions or understanding of a topic to support a position or argument.

QR codes in the classroom

A QR (Quick Response) code is a 2 Dimensional bar code which can be scanned by a device with a camera and an installed QR reader. QR codes can be used to share websites, information, maps, videos, images etc. By using QR codes, you can link to a source of information you may not normally be able to link to in by text or paper form. As students use devices to scan the code it can add an element of fun and interactivity to the task. To use QR codes you need a QR code generator (website or app) and a QR reader on a device with a camera. [Here is a link to a Learning Pathway with resources or you could access the information using this QR code.](#)



Ideas such as:

- Treasure hunt - QR codes provide the clues
- Poster
- Extra information on a task sheet or work sheet
- Share information about an artwork in a student art exhibition
- Students can create codes for their stories
- support text by adding maps, timelines and images to topics mentioned
- add side commentary to a story
- Give homework using a QR code
- Translate into languages
- Create book reviews – link to text or video version
- Link book trailer to the book
- Use in an excursion to provide information
- Create an interactive map
- Create a profile or business card
- Daily secret clue or quiz question
- Periodic table with support information





Great Apps

Jungle Education

Jungle Education provides engaging, easy to use educational apps for students. You will find the following apps on this site:

Jungle Time - learn how to tell time

Jungle Fractions

Jungle Coins - learn coin math

Math Bingo

A fun way to develop numeracy skills. There can be up to 5 different player profiles. Students can select from addition, subtraction, multiplication or division and also select the level of difficulty.

Create a Car

This app allows students to develop their creativity by designing their own car.

Patchworkz - HD

This puzzle game is great for developing problem solving skills and dexterity.

Pivot Stickfigure Animator

Pivot Stickfigure Animator is a fun and easy way to produce an animation. You could use it as a task, introduction into animation, telling a story, understanding movement, sequencing or to develop design and ICT skills. This is a great program which is free to download.

You can create an animation using a stickman or other characters. It can be as simple or as complex as you want it. It can be used from primary school students through to high school.

Firstly, I ask students to design a background using a drawing software such as MSpaint, paint.net for more complex designs students can use photoshop, a great online drawing tool is [sumopaint](http://www.sumopaint.com/) which can create some interesting effects. Alternatively, students can add a photo as a background. It helps the creation of the animation if the background contains elements which the figures can interact with. eg. Hurdles to jump, diving board, etc.

The animation is quite simple to make, simply move the figure using the red points and then click on next frame button. The trick is to make the movements small so the animation does not appear too jumpy. Continue until the animation is finished. There is also the option to add items into the animation which can also move. eg. a ball.

The final animation can be saved as a .gif file. This can then be imported into Windows Movie Maker and students can add a title, credits and music or add it to a power point presentation. Students can also add voices to the animation using audacity. There are also sites where the teacher can download sound effects such as <http://www.soungle.com/> or <http://www.freesound.org/> (for teachers only)

I like to choose a theme and make certain specifications, such as, no violence and no one can get hurt. I found themes such as Summer or Winter Olympic Sports or ways to look after the environment gave students many ideas for their animation. It is a great storytelling tool and students can adapt a story or create their own.

Here are two examples : [Example 1](#)
[Example 2](#)





Great Resources

Picture Book Maker

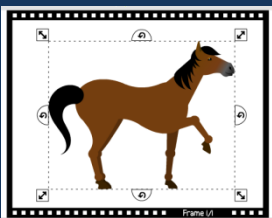
This site provides a nice way for students to apply their knowledge of words and story writing skills. You can choose from four different animals and save or print the final product.

Glass Giant

This site provides a range of tools. A great one allows you to create different signs by adding the text and the site adds it to the image. Great for decorating the classroom or personalising a Virtual Classroom.

Sketch Star

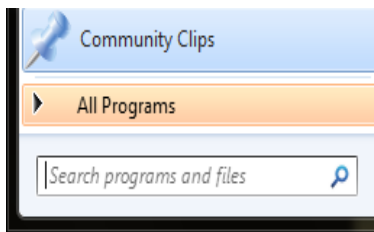
This site allows you to create animated characters by copying and changing frames. You can move the characters' body parts and facial expressions. This could be a great class or individual activity. To save it requires registration, however, you can save the animation using screen casting.



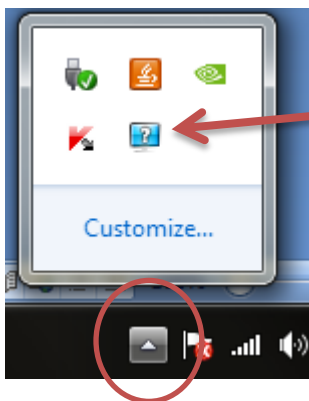
Screen Casting

Screen casting or screen recording is the process of recording a video of your desktop and you can also add audio to it. This means you can save web content such as Vokis, create tutorials for software of websites and use it as a tool to document evidence for assessment to demonstrate knowledge and understanding.

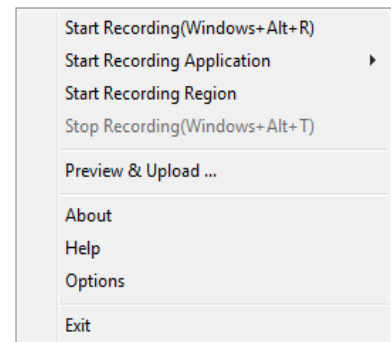
There are many free and commercial screen casting tools. A popular free one is [Community Clips](#).



Once you have installed the software. Click on the name to activate the program



To start the program go to the hidden icons on the bottom tool bar in the right hand corner. And then click on the symbol with the question mark.



Selecting *Start recording* will record the entire desktop or select *Start recording a region*. To stop the recording go to the same place in the hidden icons. You can then save the video to your computer.

Other great screen casting software are [jing](#), [camstudio](#) and [camtasia](#) (which is a commercial software). There are also internet based tools such as [screencast-o-matic](#)